

# INDIANA JONES

and the  
TEMPLE OF DOOM™





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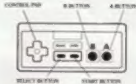


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## THE GAME

While on an archaeological expedition in India, Indiana Jones discovers a secret the ancient village of Nagara. Following the theft of the powerful Sarcophagus Stone which was granted the village and its people, the town has to face and its children have experienced the nightmare. Indy discovers the ancient children in the well known Village, the home of the Nagara. While there, the village High Priest has learned the children are being for your town grows and for other missing Sarcophagus Stones. Indy's adventure begins as he enters the village to find the missing children and recover the Sarcophagus Stones. Indiana Jones and the Temple of Nagara grows.

## CONTROL FUNCTIONS



When the Title Screen appears, press the **Start Button**. When both adults return to the main entrance on the right, press the **Select Button** to begin the game.

Use the **Control Pad** to move both up, down, left and right. Move through the corridors by climbing up and down ladders, sliding down chutes, using the suspended belts, or swinging from bridge to bridge. Watch out: suspended belts in the rooms or swing into other ones. Watch out for moving tracks and live guards. Hit the up or the left or right to change tracks, and watch out of jumping out if necessary.

When the game begins, both has only two Whips for a weapon. Bombs and Cans are provided by Head Nurse (Children: TTY is fixed to small room which can be opened with a bomb) that down the **Control Pad** while pressing the **Select Button** to choose another weapons (see how arguments) but for the time, right for the fixed up for TTY down for the Whips. (If another weapons is in use, it appears towards the front.)

Press the **A Button** to attack the Whips (or use any weapons) in the direction you are facing. Being almost is crushed before the wrapping your Whips around the enemy just. Use your Whips to move Thugger guards and bats, and get out of trouble and spiders. Use other weapons to defeat all attacks.

Press the **B Button** to jump down. To jump in the direction you are facing, hold down the **Control Pad** in that direction while pressing the **B Button**.

Press the **Start Button** to pause the game and view the Status Screen. You will be shown the time remaining, your score, the next level at which you have no more life (or extra life) is awarded every 10,000 points, the number of weapons you have acquired, the number of Children to be freed, and the number of Map Pages remaining. Press **Start** again to resume play.

To pause a game in the select screen, press the **A Button** or **Control** (, press the **B Button** or **Control** to continue).

After losing your last life, the program will return you to the Title Screen. To restart the game on the last Wave you had reached, hold down the **A Button** while pressing **Select** to begin the game.

## PLAYING THE GAME

The Temple of Death is made up of 12 Waves, or levels. To complete your mission you must fight your way to the secret Chamber of Evil (Wave 1), rescue the missing Swinton Stone, locate the hidden exit, and cross a huge bridge guarded by the terrible White Room Guard. Your goals for beating Wave 1 include collecting power, and defeating and capturing the leader of the game with 3 lives, 3 more than all 3 lives and up to restart the game at the current Wave, you will be given only 3 lives.

If you lose all your lives in Wave 1, it is too bad to start the game with all your weapons and power intact on the last Wave you reached. Once you pass through the Chamber of Evil, you must complete the entire game without cheating. If you lose one of them, you must restart at the beginning of Wave 1: the Chamber of Evil. The count-down timer at the top of the screen begins at 99, and decreases more quickly at some Waves than at others. 3 lives runs out on 300 Waves. Wave Run appears and you lose a life as well as any weapons or power collected on that Wave.

## Phase 1B

There are five doors and rooms leading to the Chamber of Fate. First of the Imperial Children and adults as many weapons and armor as you can. Floors 1 through 4 have two more walls; you may move back, forth and left, towards the two rooms, leaving Children and increasing weapons and armor. Collect all the **Mag** Stones you can— they'll be needed at a later stage. If a floor is completed, look over as soon the floor upon which you stand lead to the next floor (each floor has key against the other rooms locked that) (mostly possible when here. The ladder you get, the more weapons and armor you will encounter)

The screen with the two color dimensions will appear every time you visit a floor or move between floors as a floor. It shows the current floor number and score. Once up, running, and movement is lost. If a floor appears, the screen will pause, press **Select** to begin the next sequence.

## Secret Doors

Each floor has **Secret** 1-4 has a Secret Door hidden behind a door wall, that can be revealed with **TM**.

The Secret Doors on Floors 1, 3, 5, 7 and 9 lead to Secret Stairways, the location of which changes from game to game. Secret Stairways contain special items or copies of weapons.

The Secret Doors on Floors 2, 4 and 6 lead to Special Floors. The location of these floors is always the same, and some Secret Children will appear before pointing to their general direction. The Special Floors on floors 4 and 6 each has a Secret Chestroom, and some doors that let you skip the next floor.

The Secret Doors on floor 1 lead to the **Mag** Stone, which allows you to skip one enemy in a number of higher floors. The **Mag** Stone has many Secret Stairways and some doors each room that takes you to a different floor.

## Phase 2

Once in the Chamber of Fate, you must cross the Lava River and activate the three Sacred Guardians which are guarded by the Gates of Fate. Stop the Lava Monsters in order to gain access to them (and you have encountered all floor doors, a ladder that leading to the Mag Stone will open).

## The Mag Stone

After completing floor 9, you will enter the Mag Stone. After any will see a legend out of the text an interconnecting screen that make up floor 10. If you have not collected all 10 Mag Stones, you will not be able to use the whole stage. The Secret Key to floor 10 is marked on the map with an "X". You may make the map for as long as you wish— press **Select** to end the Mag Stone when you are ready to proceed to floor 10.

## Phase 3

Floor 10 is composed of an interconnecting screen, one of which contains the Secret Key you were shown in the Mag Stone. Enemies such as monsters will also appear the next with the Secret Key. If you have acquired the Secret Key hidden on floor 1, the wall will appear in front of the floor to indicate its location. Use **TM** to reveal the Secret Key to floor 10. If you do not have all three Sacred Stones, you will not be allowed to pass.

## Phase 4

This is the Taker Stone, which takes you up and out of the dungeons of Fate. You must climb to the top and walk through the locked door. If you do not have all three Sacred Stones, the door will not open.

## Wagon 12

Wagon 12 is the Road Bridge Wagon. Head the down to the rope bridge and under (you may witness dodging events and the famous Acrobats known as White Men). The rope bridge can be broken with a barrel or TNT. If you shoot down White Men and knock into off the bridge (within the time range, if you succeed), you'll find White and Black Men waiting to greet you...and your mission is complete!

## THINGS TO LOOK FOR

**Arrows to Secret Doors:** Awarded by Good News Children. Point to the general direction of a Secret Door, around the Secret Door with TNT.

**Cave:** Found in the woods. You may jump into a cave to hide through the woods and may jump out at any time. You can turn down or speed up a cave, and let it do either with or with a timer or immediately. Watch out for rotating walls and landmines! (You may be caught, or may be killed or lose Thuggers. You must get rid of the Thuggers before jumping out. That isn't a problem, he will be captured and tell you. If there are two Thuggers in a cave, one may throw another that will not kill).

**Cave:** Small tunnel-like openings along paths and around hills. Use a barrel to open the cave and release the TNT inside.

**TNT:** Use to get rid of enemies, around Secret Doors, inside cave paths or paths and around hills.

**Cave:** Awarded by Good News Children. Use to enter enemies, around small hills or woods, using paths.

**Flare:** Awarded by Good News Children. It only requires a flare for you to enter the

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**Arrows:** Awarded by Good News Children. Use flares to open locked doors and gates. A flare will not work in the woods where it is found. It must be used in the other woods or that flares. Only the Special Key may be transported between woods.

**Large Wall:** Found in the woods, and in the woods after the Chamber of Rats. If you have a life after receiving the Secret Doors, they will be placed on top of the large walls for collecting.

**Map Piece:** Awarded by Good News Children. Collect all 20 to see the entire map in the Map Room. If you do not see any Good News Children on a Map and use a Secret Door to skip ahead, you will be awarded all the Map Pieces for that Map. If you see only some of the Children and use a Secret Door, you will not get all of the Map Pieces for that Map.

**Old Prison:** Can be skipped to have a barrel for capture or you can go on with all that without making. Can be closed with TNT.

**Secret Hill:** Found in a hidden mountain on Map 4, shows the location of the Secret Hill in Wagon 12.

**Secret Doors:** Found at the end of the Chamber of Rats, about all doors are opened. The Secret Door to the Map Room will open. You will need all these to open the locked doors in the following Woods. If you have a life after receiving the Secret Doors, they will be placed on the large walls in that room.



## TIPS

1. To achieve the best score, you must beat all the Wave Challenges.
2. Never collect any sea weapons while on a battle or in a chase, as MMR can progress while sailing, and while in a chase, Monarchs can collect all a raft and use a weapon at the same time. On other waves, you must collect the treasure to successfully all-wave route (see *Sailing methods of track*).
3. On Wave 10, you should concentrate on acquiring as many Map Pieces and weapons as possible (you can double up to 50 of each weapon). You should also look for the Secret Monarchs that hold the Special Key (Wave 7) and the Secret Map (Wave 9). The Special Key may be transported between Waves and will appear 100% locked down, but can be used only once. In the Chamber of Evil, it will open the locked door that leads to a shortcut to the island.
4. If you use a Secret Door to skip ahead and have not beat any Wave Challenge on that Wave, you will be awarded All the Map Pieces for that Wave. If you beat that only wave of the Challenge, you will not get 100% of the Map Pieces for that Wave.
5. There is only one path across the Lava River to the Chamber of Evil, so take the fastest path, you must find where the greatest number of Lava Monarchs are appearing. The location is constantly updated for each game.
6. When you reach the six sub-reporting waves (Wave 8), you will be able to check the route connecting the Secret Exit by visually matching the relative locations of map shells, coral domes, and Islands to those you were shown on the map. There are 28 potential locations for the Secret Exit. If you use the instant option to return to the Chamber of Evil, the location of the Secret Exit will be changed.

7. If you start a life after leaving the Chamber of Evil with the Secret Key, the Monarch will be placed on the three large shells in that room—do not leave the room until you have destroyed all three Monarch.
8. The last chest at the bottom of the Navy Wave (positioned in Wave 1) is difficult to reach but leads all the way to the Chamber of Evil.
9. After you break the rope bridge on Wave 18, the Secret Monarch will appear. Press the **Secret Button** to continue the game.
10. When you reach Wills and Shanty at the end of the game, Wills will "show" Shanty to you—your only option is using your remaining weapons to "protect" the female.

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